

WHAT IS CLAIMED IS:

1. A method for controlling access to a secondary game on a gaming device, comprising:
5 accepting a wager;
 comparing the accepted wager to a preselected wager threshold; and
 initiating the secondary game when the accepted wager equals the preselected wager threshold.
- 10 2. The method of claim 1, wherein accepting the wager comprises accepting the wager for play on a primary game.
3. The method of claim 1, further comprising initiating the secondary game when the accepted wager exceeds the preselected wager threshold.
- 15 4. The method of claim 1, wherein comparing the accepted wager comprises comparing the accepted wager to a maximum wager.
5. The method of claim 1, wherein comparing the accepted wager comprises
20 comparing the accepted wager to an amount less than a maximum wager.
6. The method of claim 1, further comprising:
 establishing a second preselected wager threshold;
 identifying play associated with a player tracking card; and
25 initiating the secondary game when a wager in the identified play equals the second preselected wager threshold.
7. A system for allowing secondary play on a gaming device having a primary game and a secondary game, the system comprising:
30 a prestored trigger;
 a determiner structured to compare a wager to the prestored trigger; and
 a controller coupled to the determiner and structured to initiate the secondary game responsive to a signal received from the determiner.

8. The system of claim 7, further comprising a first indicator coupled to the primary game and a second indicator coupled to the secondary game.
9. The system of claim 8, wherein the first indicator is a reel.
10. The system of claim 8, wherein the second indicator is a wheel.
11. The system of claim 7, wherein the prestored trigger is a wager type.
12. The system of claim 11, wherein the wager type is a maximum wager.
13. The system of claim 7, wherein the prestored trigger is a wager amount.
14. The system of claim 7, wherein the prestored trigger is a wager source.
15. The system of claim 14, wherein the wager source is a player tracking card.
16. A method of initiating a secondary game on a gaming device comprising:
permitting play on a primary game;
accepting a wager;
comparing the wager to a predetermined wager threshold;
permitting play on a secondary game when the wager equals the predetermined wager threshold;
reporting a first outcome responsive to play on the primary game; and
reporting a second outcome responsive to play on the secondary game.
17. The method of claim 16, wherein the first outcome is a primary game outcome and the second outcome is a secondary game outcome.
18. The method of claim 16, wherein the first outcome is a secondary game outcome and the second outcome is a primary game outcome.
19. The method of claim 16, wherein the first outcome is a randomly selected outcome.

20. The method of claim 16, wherein play on the secondary game is permitted when the wager exceeds the predetermined wager.

- 5 21. A system for accessing a secondary game on a plurality of gaming machines, the system comprising:
- a server coupled to the plurality of gaming machines;
 - a wager threshold;
 - a data input device configured to accept a wager; and
 - 10 a comparator configured to relate the wager to the wager threshold and generate a signal to initiate a secondary game based on the relation.